AGES 9+

WARNING: This is not a toy. Not to be used by persons under the age of 9. Misuse can cause serious injury. Full eye protection specifically designed for JT Splatmaster or paintball must be worn by the user and any person within range; full face protection required for player vs. player play any person within range. Adult (age 18+) supervision is required. Product is for outdoor use. Always put "safety on" when not in use. Read all instructions prior to using.

User's Manual

JT SPLATMASTER 11723 LIME KILN RD, NEOSHO, MO 64850 WWW.JTSPLATMASTER.COM
JT SPLATMASTER IS A BRAND OF KEE ACTION SPORTS, LLC.

⚠ WARNING!

PAINTBALL GUNS AND PAINTBALL GUN ACCESSORIES ARE NOT TOYS!

- Careless use or misuse may result in serious bodily injury or death!
- Full eye protection specifically designed for JT Splatmaster or paintball must be worn by the user and any person within range; full face protection required for player vs player play and any person within range.
- Must be 9 years of age or older to operate or handle any JT Splatmaster gun and JT Splatmaster gun accessories. Children under the age of 18 require adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with Paintballs only.
- Use common sense and have fun.

IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.

WARNING: This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. ***Wash hands after handling.*** You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or brandishing the product in public may be considered a crime.

JT SPLATMASTER 11723 Lime Kiln Rd. Neosho, MO 64850 1-800-220-3222
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MADE IN TAIWAN

Be Safe and Have Fun!

Always wear eye protection, including everyone within range

Always Keep the barrel plug in the pistol and leave safety "ON" when not firing

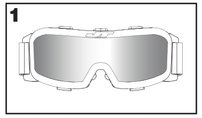
Use ONLY as directed

Never look down the barrel

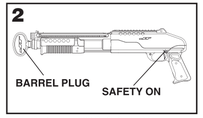
Never shoot at windows or other fragile objects

Never shoot at other players at a distance less than 10 feet

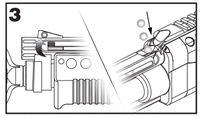
10 STEPS TO YOUR FIRST SHOT



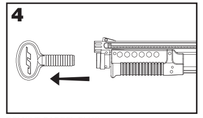
PUT GOGGLES ON AND MAKE SURE THEY FIT SECURELY.



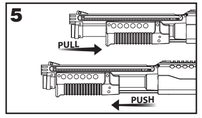
MAKE SURE THE z200 SHOTGUN IS SAFE -BARREL PLUG IN AND SAFETY ON



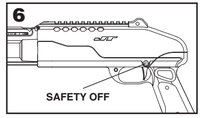
LOCK MAGAZINE GUIDE AND LOAD z200 SHOTGUN WITH AMMO



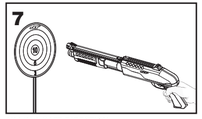
REMOVE BARREL PLUG



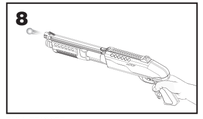
COCK THE z200 SHOTGUN



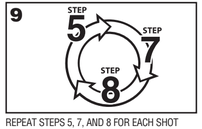
SAFETY OFF



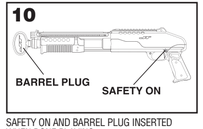
AIM IN A SAFE DIRECTION



PULL TRIGGER



REPEAT STEPS 5, 7, AND 8 FOR EACH SHOT



SAFETY ON AND BARREL PLUG INSERTED WHEN DONE PLAYING

Safe Handling

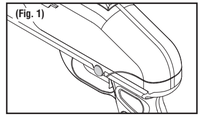
Never carry your JT SplatMaster z200 uncased or out in the open when not on a playing field. The non-playing public and law enforcement personnel may not be able to distinguish between a z200 Shotgun and a real firearm. For your own safety and to protect the image of the sport, always carry it in a suitable case or bag. Safety and safe marker handling are the most important aspects of JT SplatMaster play. Please practice each of the following steps while unloaded before attempting to operate your z200 Shotgun with Ammo.

- Every person within range must wear JT SplatMaster Optix or eyewear designed specifically to meet ASTM standards (All JT masks meet or exceed ASTM standards)
- Treat every z200 Shotgun as if it were loaded
- Never look down the barrel of your JT SplatMaster shotgun
- Keep the Safety "ON" until ready to shoot
- Keep your finger out of the trigger guard and away from the trigger until you are ready to shoot
- Keep the barrel blocking device in the barrel when not shooting
- Store unloaded and in a secure place
- Do not shoot at fragile objects such as windows and never point the z200 Shotgun at anything you do not wish to shoot
- Remember that the ultimate safety device is you, the operator

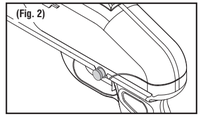
Safety

The Safety is a small mechanical push button above the trigger. (Fig. 1) When the Safety is "ON", the red indicator on the left side of the Safety will NOT be visible and the JT SplatMaster z200 Shotgun will not fire. (Fig. 1) When the Safety is "OFF", the red indicator on the left side of the Safety will be visible. (Fig. 2) The Safety should be on at all times when not being fired.

(Fig. 1)



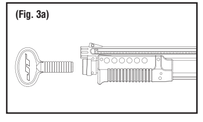
(Fig. 2)



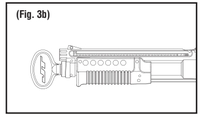
Barrel Blocking Device

The barrel blocking device should be installed at all times when not being fired, along with the Safety being in the "ON" position, where the red indicator is not visible. To install the Barrel blocking device, place the plug into the barrel end and push firmly until it is fully inserted into the barrel. (Fig. 3a, Fig. 3b)

(Fig. 3a)



(Fig. 3b)



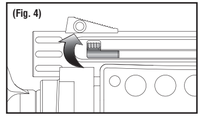
Loading JT SplatMaster Ammo

The JT SplatMaster z200 Shotgun uses .50 caliber, water-soluble Ammo, available where this product was sold. Only use JT SplatMaster Ammo with this z200 Shotgun.

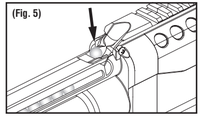
- Make sure the Safety is "ON" and put JT SplatMaster Optix or paintball eye protective device approved by the ASTM, making sure that anyone within range does the same
- Locate the Magazine Guide and slide it toward the barrel end and lock the Guide into the forward position by slightly twisting the guide and locking into the notch at the top of the magazine (Fig. 4)
- Insert the Ammo one at a time into the Magazine Door, until the magazine is full (Fig. 5). The magazine will hold 15 rounds.
- Unlock the Magazine Guide, and be sure to hold it with your fingers and not release it to slam into the Ammo, it may break the shells (Fig. 6)

Note: *The spout of JT SplatMaster Ammo containers (sold separately) are designed to feed directly into the Magazine (Fig. 7)*

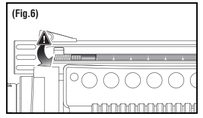
(Fig. 4)



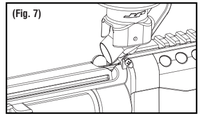
(Fig. 5)



(Fig.6)



(Fig. 7)

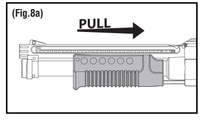


Firing Your z200 Shotgun

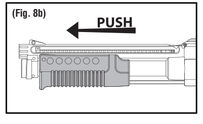
Always keep your Shotgun pointed in a safe direction! Everyone within firing range should always use JT SplatMaster Optix or ASTM approved eye and face protection when using the JT SplatMaster z200. Make sure the Safety is ON and that the barrel blocking plug is installed before following the steps below:

- Lead the magazine with 15 rounds of Ammo
- Gripping the Pump Slide, cock the z200 Shotgun by pulling back until the slide stops (Fig. 8a) and then forward to load the Ammo (Fig. 8b)
- The z200 Shotgun has an anti-double cocking device which prevents double loading Ammo. If you cannot pull the slide to cock the gun, it's probable that it is already cocked
- Remove the barrel-blocking device
- Aim the Shotgun in a safe direction
- Set the Safety to the "OFF" position, where the red indicator is visible.
- Aim the Shotgun at the target, using the sights on the top to assist aiming
- Place your finger on the trigger and pull with a smooth squeezing motion
- After the first shot is fired, re-cock the slide. Repeat this for each shot
- Use all the Ammo before reloading the magazine

(Fig.8a)



(Fig. 8b)



After you Play

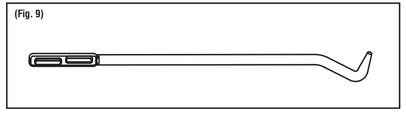
- Make sure you leave your eye protection on and make sure that anyone within range of the z200 Shotgun does the same
- While pointing the Shotgun in a safe direction, shoot several times to insure there is no Ammo remaining in the Shotgun or the magazine
- Place the barrel blocking device securely into the barrel
- Push the Safety to "ON"
- The z200 Shotgun is now ready to be cleaned and put away for future use

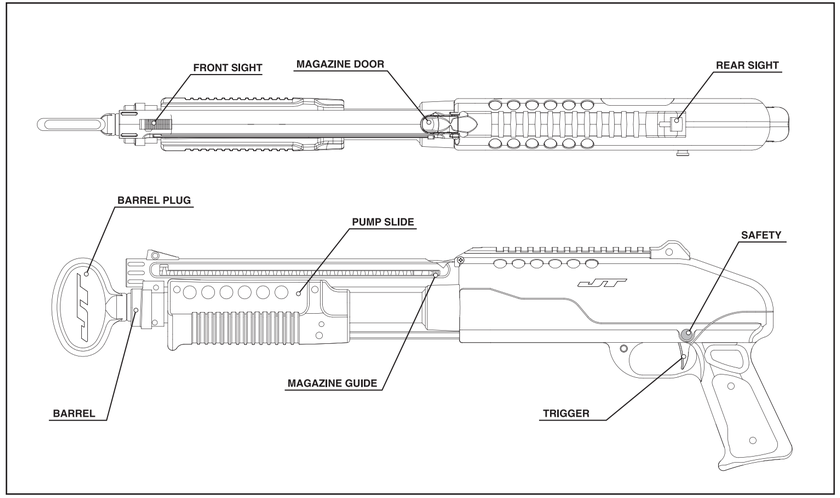
Cleaning

1. Before cleaning, be sure no ammo is in z200 Shotgun. "Dry Fire" to be certain ammo is cleared.
2. Once your z200 is unloaded, you can use a cloth dampened with water to wipe off splatters, dirt and debris from the outside of the Shotgun.
3. Do not use any petroleum based or aerosol products/cleaners, as they can damage o-rings and plastic components. Water is enough to clean off SplatMaster Ammo paint.
4. Clean the Shotgun barrel by using the supplied cleaning stick (Fig. 9), with a rag attached to the end, to swab the barrel until free of paint. The cleaning stick can also be used to clear broken shells from the barrel.
5. If step 3 does not thoroughly clean the z200 barrel, you can cock the slide to the back (Open) position (Fig. 8a) and run water from a faucet down the barrel.

Be sure to thoroughly dry the marker as any metal components may rust. A hair dyer on a low setting will assist in the drying process

(Fig. 9)





Storage

When you are finished using your z200 Shotgun, it is important that you prepare it for storage by cleaning it thoroughly. This will not only serve to increase the life of the product, but will assure optimum performance on your next outing.

- The Shotgun magazine must be clear of all Ammo when not being used.
- Be sure the Safety is "ON" when not in use.
- Make sure the barrel blocking device/plug is in place.
- Store in a cool dry place.
- Keep your z200 Shotgun away from unsupervised children.
- Observe and obey all local, state and federal laws concerning the transportation of paintball markers.
- For information concerning any of the laws in your area, contact your local law enforcement.
- Always store the z200 Shotgun in a secure location when not in use so as to prevent access by unauthorized persons.
- Do not store the z200 while cocked.

SHOW US WHAT YOU GOT!

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New games, tricks, action shots, custom gear, etc.

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Go to: **www.jtsplatmaster.com** for more details

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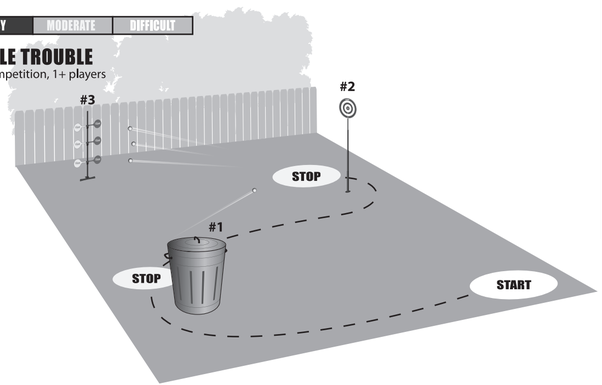
GET IN THE GAME

EASY | MODERATE | DIFFICULT

DOUBLE TROUBLE

Race Competition, 1+ players



COURSE SETUP:

Obstacle #1
10 feet forward and 10 feet to the left from starting position

Target #2 -JT SplatMaster Marksman Target
10 feet forward and 12 feet to the right of Obstacle #1

Target #3 -JT SplatMaster Target Tree
5 feet forward and 15 feet to the left of Obstacle #2

EQUIPMENT NEEDED:

(1) JT SplatMaster Marksman Target | (1) Obstacle (garbage can or bucket) | (1) JT SplatMaster Spinning Target Tree | Tape Measure | Stopwatch or Timer

GAME OBJECTIVE:

GAME START:
While standing at the Start Position, start the timer/stopwatch and run towards Obstacle #1. Circle around the left-hand side of the obstacle and then stop. Use your JT SplatMaster to shoot at and hit the Marksman Target. Run forward and go around the right-hand side Marksman Target and then stop. Shoot at and hit the three orange targets of the Target Tree.

GAME STOP:
After all targets are hit, stop the Stopwatch/Timer, the game is complete.

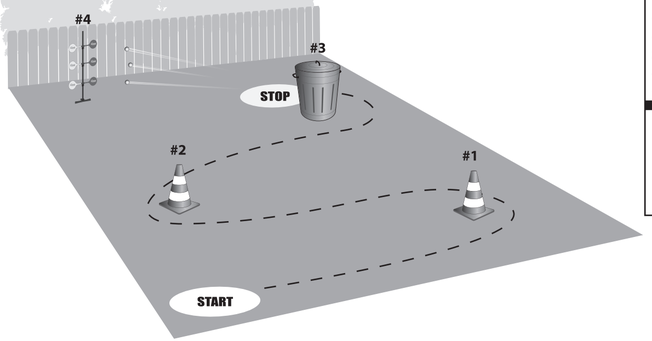
SCORING:
The player to complete the course and hit all the targets in the shortest time, wins the match.

NAME	GAME 1	GAME 2	GAME 3

EASY | MODERATE | DIFFICULT

ZIG ZAG

Race Competition, 1+ players



COURSE SETUP:

Obstacle #1
10 feet forward and 10 feet to the right from starting position

Obstacle #2
10 feet forward and 12 feet to the left of Obstacle #1

Obstacle #3
5 feet forward and 15 feet to the right of Obstacle #2

Target #4 -JT SplatMaster Target Tree
20 feet to the left of Obstacle #2

EQUIPMENT NEEDED:

(3) Obstacle (garbage can or bucket) | (1) JT SplatMaster Spinning Target Tree | Tape Measure | Stopwatch or Timer

GAME OBJECTIVE:

GAME START:
While standing at the Start Position, start the timer/stopwatch and run towards Obstacle #1. Circle around the right-hand side of the obstacle and then head towards Obstacle #2. Circle the left-hand side of Obstacle #2 and race towards Obstacle #3. Go around the right-hand side of Obstacle #3 and then stop. Use your JT SplatMaster and shoot at and hit the three orange targets of the Spinning Target Tree.

GAME STOP:
After all targets are hit, stop the Stopwatch/Timer, the game is complete.

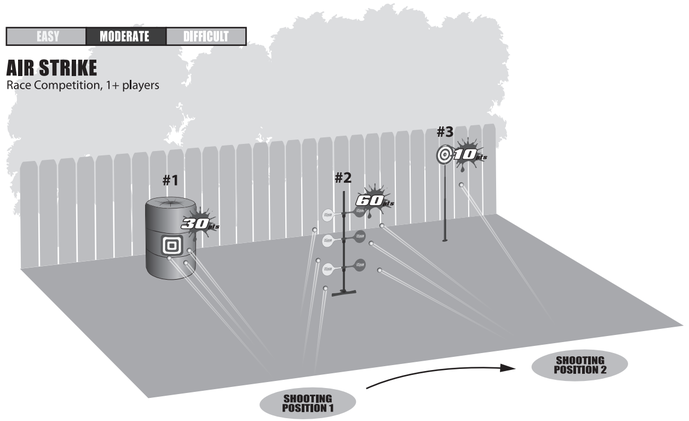
SCORING:
The player to complete the course in the fastest time and hit all the targets wins the match.

NAME	GAME 1	GAME 2	GAME 3

EASY | MODERATE | DIFFICULT

AIR STRIKE

Race Competition, 1+ players



COURSE SETUP:

Target #1 -JT SplatMaster Nuke Bunker
25 feet from shooting position #1

Target #2 -JT SplatMaster Target Tree
15 feet from shooting position #1 – all matching colors on one side of the tree

Target #3 -JT SplatMaster Marksman Target
20 feet from shooting position #2

EQUIPMENT NEEDED:

(1) JT SplatMaster Marksman Target | (1) JT SplatMaster Nuke Bunker | (1) JT SplatMaster Spinning Target Tree | Tape Measure | Stopwatch or Timer

GAME OBJECTIVE:

GAME START:
Standing on Shooting Position #1, hit stopwatch/timer and begin to shoot the Nuke Bunker (Target #1) target. Once you have hit the Nuke target, switch your aim to the Target tree (Target #2) and hit all three targets on the left side of the tree. Move to Shooting Position #2 and shoot all three targets on the right side of the Target Tree (Target #2), and once hit, then switch aim and hit the Marksman Target (Target #3).

GAME STOP:
After all targets are hit, hit the timer/stopwatch and stop the game round.

SCORING:
The player to hit all targets or with the most hits in the shortest time wins.

POSSIBLE PTS:
100 total points for game targets: target #1 = 30pts, target #2 (tree) = 60pts (10pts each), target #3 = 10pts

Bonus: *+5 points each for bullseye hits.*

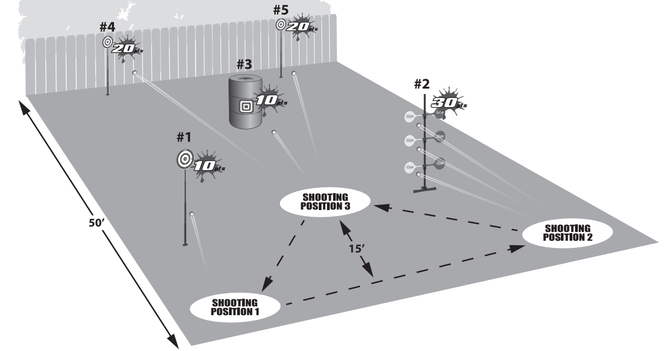
Alternative Scoring:
Set the timer for 30 seconds and award 10 points per target hit and a bonus 5pts for each bullseye. Whoever scores the most points in the 30 second time interval is the winner.

NAME	GAME 1	GAME 2	GAME 3

EASY | MODERATE | DIFFICULT

SHARP SHOOTER

Race Competition, 1+ players



COURSE SETUP:

Target #1 -JT SplatMaster Marksman Target
20 feet from shooting position #1 and slightly to the right

Target #2 -JT SplatMaster Target Tree
25 feet from shooting position #2

Target #3 -JT SplatMaster Nuke Bunker
40 feet away and midway between shooting position #1 and shooting position #2

Target #4 -JT SplatMaster Marksman Target
50 feet from shooting position #1

Target #5 -JT SplatMaster Marksman Target
50 feet from shooting position #2

EQUIPMENT NEEDED:

(3) JT SplatMaster Marksman Target | (1) JT SplatMaster Nuke Bunker | (1) JT SplatMaster Spinning Target Tree | Tape Measure | Stopwatch or Timer

GAME OBJECTIVE:

GAME START:
Standing on Shooting Position #1, start the timer/stopwatch and fire to hit target #1, then run to Shooting Position #2 and hit the three white targets of the target tree. Run to Shooting Position #3 and hits targets #3, #4 and #5 in order.

GAME STOP:
After all targets are hit, stop the timer, the game is complete.

SCORING:
The player to hit all the targets in the least amount of time, wins.

POSSIBLE PTS:
90 total points for game targets: target #1 = 10pts, target #2 (tree) = 30pts (10pts each), target #3 = 10pts, target #4 = 20 pts, target #5 = 20 pts

Bonus: *+5 points each for bullseye hits.*

Alternative Game #1:
Target points system: target hits equal points, the player with the most points wins the game!

Alternative Game #2:
Designate a set number of Ammo (example: 15 shots) – the player who scores the most points with their designated Ammo – wins.

NAME	GAME 1	GAME 2	GAME 3